

## CLAIMS:

What is claimed is:

- 1 1. A method for generating a command in a computer messaging  
2 system, comprising the steps of:  
3 receiving a command name into a server via said messaging  
4 system; and  
5 utilizing said command name to automatically load a class  
6 file having a name including said command name.
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H2 } 2. The method of claim 1, further comprising:  
comparing said command name to existing classes on said  
3 server;  
4 creating a new instance of said class; and  
5 executing said new instance of said class.
- 1 3. The method of claim 1, further comprising:  
2 deleting a current command at runtime.
- 1 4. The method of claim 1, further comprising:  
2 adding a new command at runtime.

1 5. A method for employing a command in a messaging system,  
2 comprising the steps of:

3 selecting a command to be executed; and  
4 transmitting, within a message to a system in which the  
5 selected command is to be executed, a command name for the  
6 selected command which matches a portion of a class filename  
7 for a class implementing the selected command.

1 6. The method of claim 1, transmitting said command name for  
2 said selected command which matches a portion of a class  
3 filename for a class implementing the selected command. further  
4 comprises:

5 comparing said command name to existing classes on said  
6 system;  
7 creating a new instance of said class; and  
8 executing said new instance of said class.

1 7. A method for employing a command in a computer network,  
2 comprising:

3 receiving a message containing a command name; and  
4 locating a class file having a class filename including  
5 said command name; and  
6 loading and instantiating said class file.

1 8. The method of claim 7, further comprising:  
2 comparing said command name to existing said class files;  
3 executing a new instance of said class.

1 9. A system for generating a command, comprising:  
2 selection means for selecting a command to be executed  
3 within a computer network;  
4 transmission means for sending a command name, within a  
5 message, for said selected command which matches a portion of a  
6 class filename for a class implementing said selected command.

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AI { 10. The system of claim 9, further comprising:  
2 means for comparing said command name to existing classes;  
3 means for loading said class file having said command  
4 name;  
5 means for creating a new instance of said class; and  
6 execution means for executing said new instance of said  
7 class.

1 11. The system of claim 9, further comprising:  
2 means for adding a new command at runtime.

1 12. The system of claim 9, further comprising:  
2 means for deleting a current command at runtime.

1 13. A system for employing a command via a messaging system,  
2 comprising:  
3 means for receiving a command name into a server via said  
4 messaging system; and  
5 means for utilizing said command to automatically load a  
6 class file having a name including said command name.

1 14. The system of claim 13, further comprising:  
2 means for comparing said command name to existing classes;  
3 means for creating a new instance of said class; and  
4 execution means for executing said new instance of said  
5 class.

1 15. The system of claim 13, further comprising:  
2 means for adding a new command at runtime.

1 16. The system of claim 13, further comprising:  
2 means for deleting a current command at runtime.

1 17. A computer program product within a computer readable  
2 medium having instructions for generating a command,  
3 comprising:

4 instructions within said computer program product for  
5 receiving a command name from a client computer via a messaging  
6 system; and

7 instructions within said computer program product for  
8 utilizing said command name to automatically load a class file  
9 having a name including said command name.

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1 18. The computer program product of claim 17, further  
2 comprising:

3 instructions within said computer program product for  
4 comparing said command name to existing classes on said server;

5 instructions within said computer program product for  
6 creating a new instance of said class; and

7 instructions within said computer program product for  
8 executing said new instance of said class.

1 19. The computer program product of claim 17, further  
2 comprising:

3 instructions within said computer program product for  
4 adding a new command at runtime.

1 20. The computer program product of claim 17, further  
2 comprising:

3 instructions within said computer program product for  
4 deleting a current command at runtime.

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21. The computer program product of claim 17, further comprising:

instructions within said computer program product for comparing said command name to existing classes on said server.

1 22. A computer program product within a computer readable  
2 medium having instructions for employing a command in a  
3 messaging system, comprising:

4 instructions within said computer program product for  
5 selecting a command to be executed; and

6 instructions within said computer program product for  
7 transmitting, within a message to a system in which the  
8 selected command is to be executed, a command name for the  
9 selected command which matches a portion of a class filename  
10 for a class implementing the selected command.

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23. The computer program product of claim 22, further  
comprising:

3 instructions within said computer program product for  
4 comparing said command name to existing classes on said server;

5 instructions within said computer program product for  
6 loading said class file having said command name;

7 instructions within said computer program product for  
8 creating a new instance of said class; and

9 instructions within said computer program product for  
10 executing said new instance of said class.

1 24. The computer program product of claim 22, further  
2 comprising:

3 instructions within said computer program product for  
4 deleting a current command at runtime.